

Blendan speech bubbles p. 1

This tutorial is on how to create speech bubbles to the Blender character Blendan.

There are tutorials on how to make your own Blendan.

The PDF-tutorials in 9 parts made with Blender 2.74 you can find here:

<https://archive.org/details/blendan>

The movie on the result - you can find here:

<https://www.youtube.com/watch?v=6b5h7j0qexw>

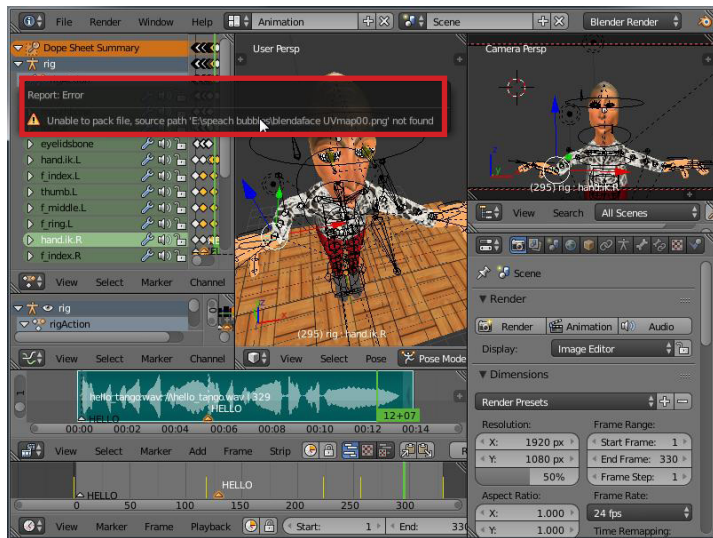
Blendan beginner character from Nefertite to animate with Blender

The .blend-file you can download here:

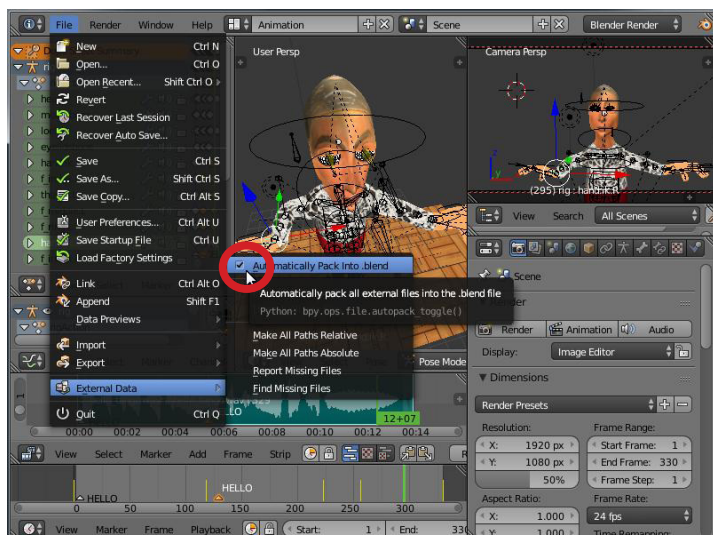
<https://archive.org/details/blendan1>

It is called blendan1.blend

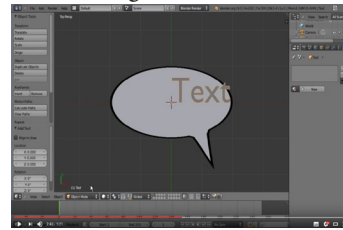
Download the file and save it with a new name. Trying to save the file you get an Error-report: Unable to pack file.



Go to File > External Data > Automatically pack into .blend and untick it. And you can save it without any warnings.



This tutorial is built upon two tutorials made by lancscott888 called: Blender Modelling Tutorial - Making a Speech Bubble(Using new Inset Function) and Blender Tutorial - Animating Dialogue Using Speech Bubbles Making Them Appear and Disappear. The last one is modified here - instead the bubbles are hide under Blendans floor during animation.



Start with choosing Default instead of Animation.

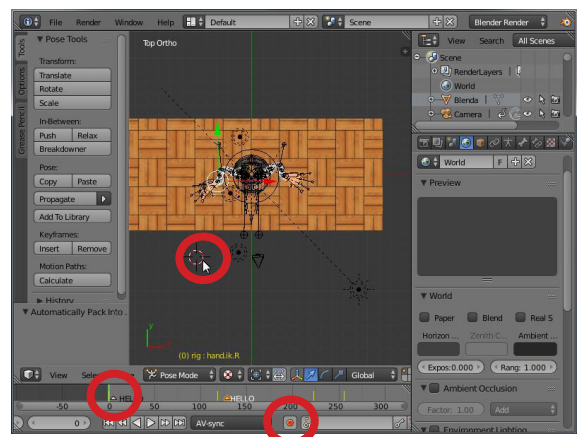
And you will find Blendan standing on the floor in User Ortho.

To see the Scene in Perspective mode - press 5. Go back to Ortho mode - press 5.

1 - Front View - Ctrl+1 - Back
3 - Right View - Ctrl + 3 - Left
7 - Top View - Ctrl + 7 - Bottom

Go to Top View and Ortho mode.

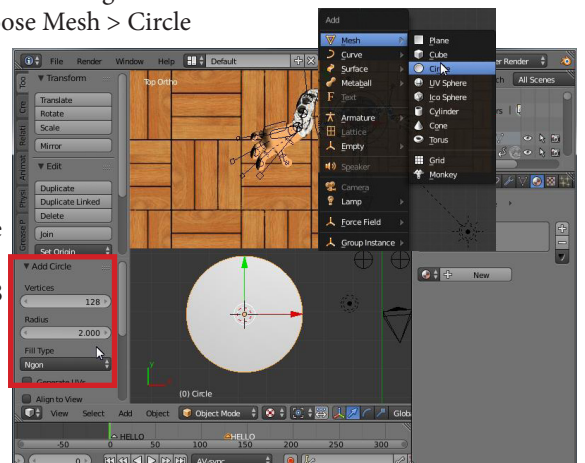
Press T to get a menu on the left side of the scene. N - gives you a menu on the right side.



Drag the green line on the Timeline to frame 1. Unselect the red button for automatic key framing. And left click somewhere in front of Blendan to place the 3D cursor.

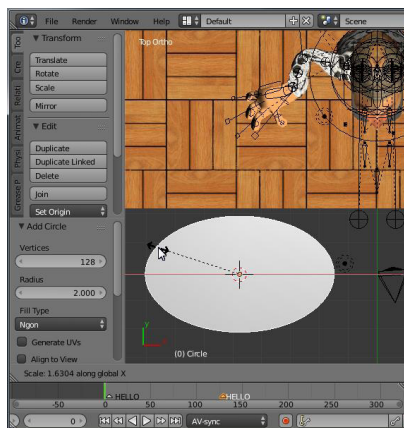
SHIFT+A to get a menu and choose Mesh > Circle

The circle will turn up around the 3D cursor. From the menu on the left fill in Vertices: 128 Radius: 2.0 Choose Fill Type: Ngon



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S+X and you can scale the circle to get a bubble.

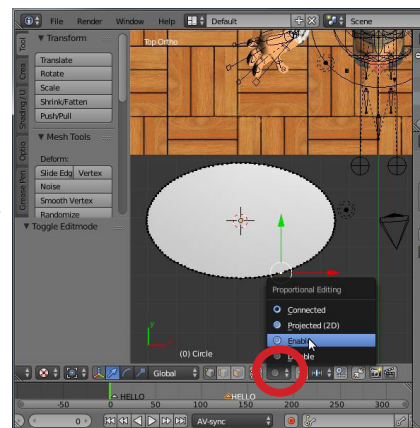


The Tab-key to get into Edit Mode.

The bubble will be colored yellow showing all the vertices of the bubble is selected.

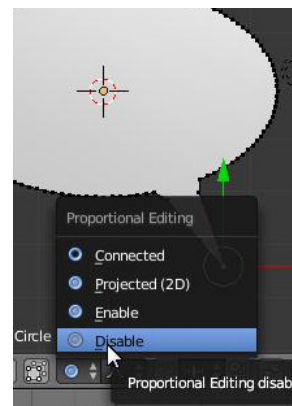
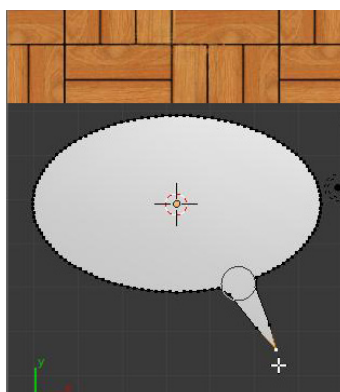
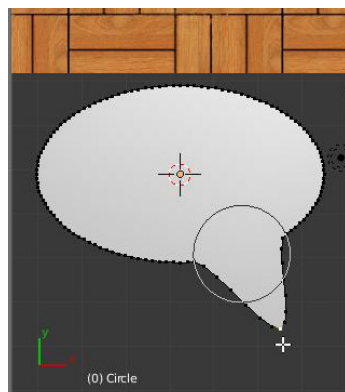
Right click a vertex on the bottom side a bit to the right of the middle.

And choose Enable from the Proportional Edit Button.

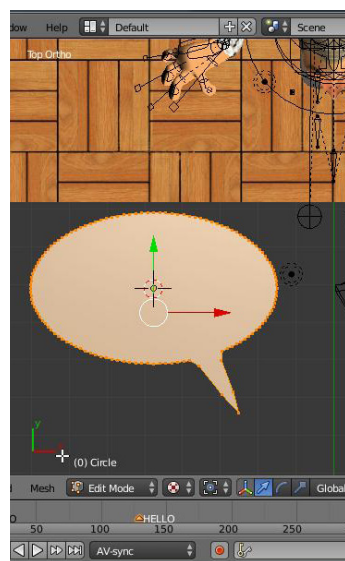


G to drag the vertice to get a pointer from the bubble.
Turn the mouse wheel to adjust the size of the proportional edit circle.

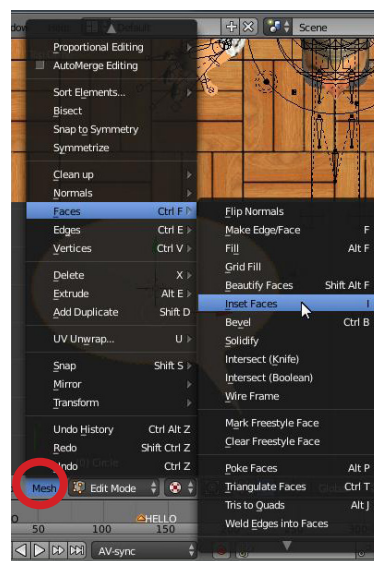
Satisfied with the pointer you can disable Proportional editing.



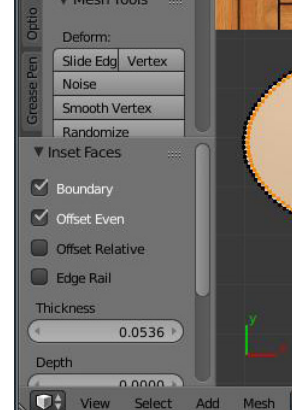
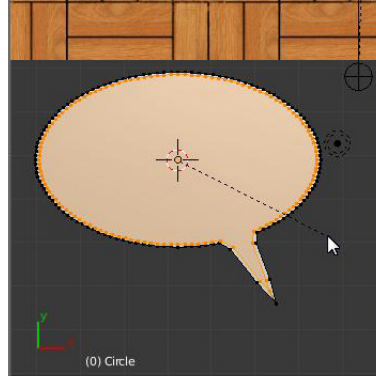
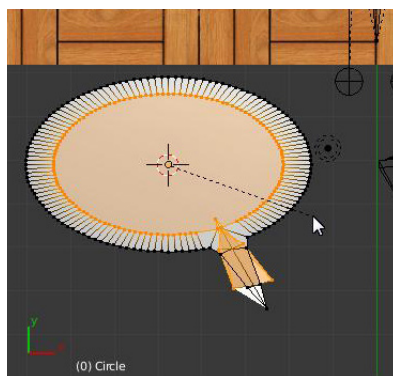
Press A - to get all of the bubble selected.



To make a border around the bubble go to
Mesh > Faces > Inset Faces



Drag the mouse to select the width of the border.

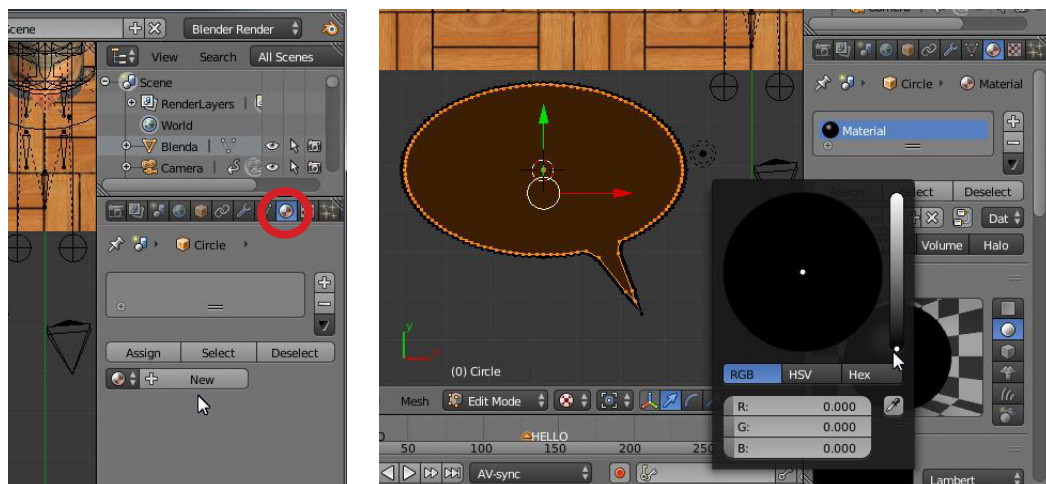


This border got a width-thickness of 0.0536

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Click on the Material button and choose New.

Make the Diffuse color black.

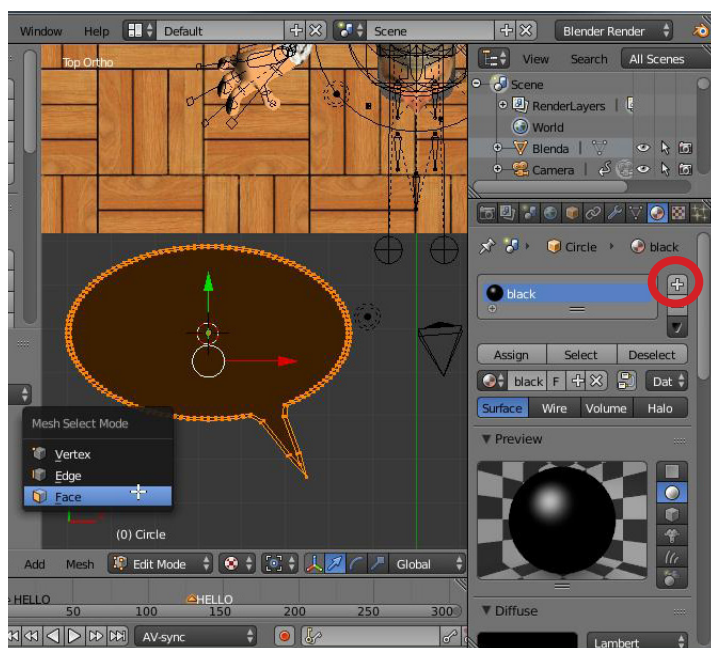


You can name the material: black

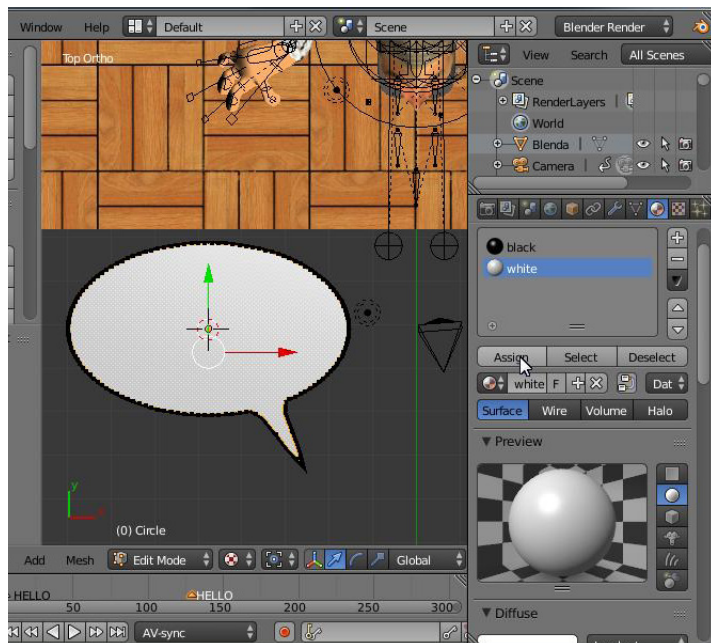
CTRL+Tab
to get a menu and choose:
Face

Right click the inside of the
bubble to choose that face.

Click the plus-button to make a
new color. Click New.



Make the Diffuse Color white.
You can name it: white
And click Assign to make the
inside of the bubble white.

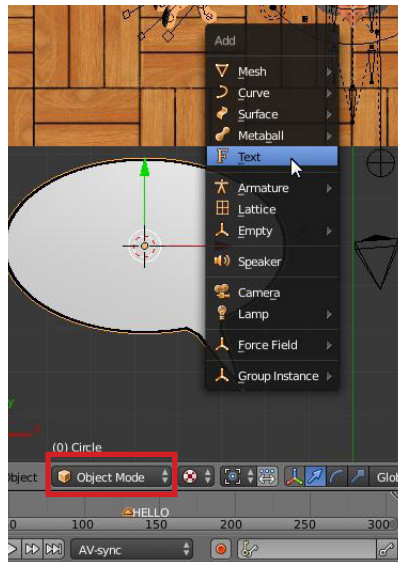


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Tab to go from Edit Mode to Object Mode.

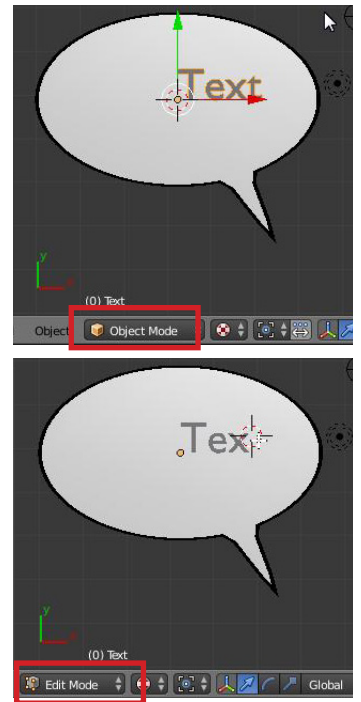
Left click to place the 3D cursor in the middle of the bubble.

SHIFT+A to get a menu and choose:
Text



You will get a new mesh - Text

Tab-key to go from Object Mode to Edit Mode and you can remove the characters.

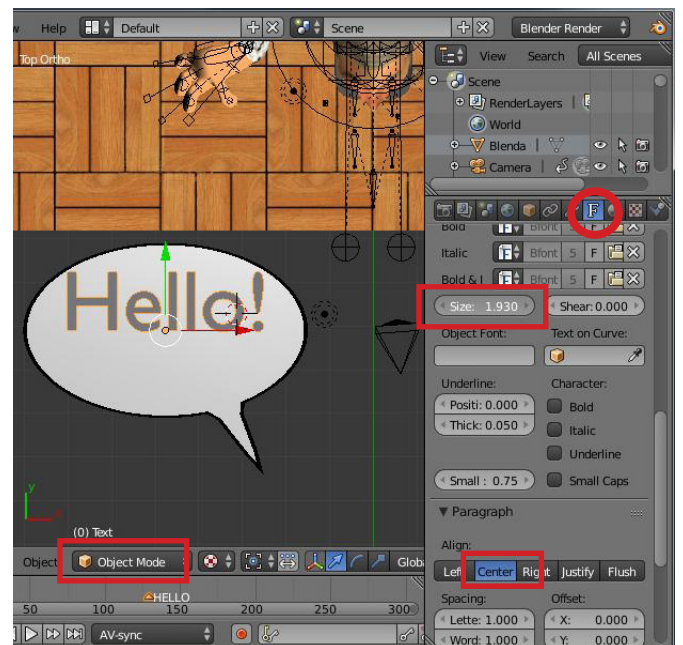


Tab-key to go Object Mode and choose the button for the text.

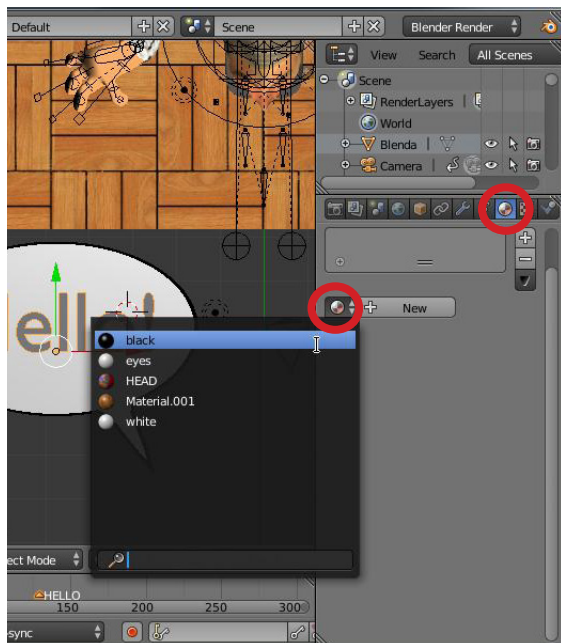
You can center the text and you can choose a size for the text.

And you can drag the text to the middle of the bubble.

In Edit Mode write something eg. Hello!

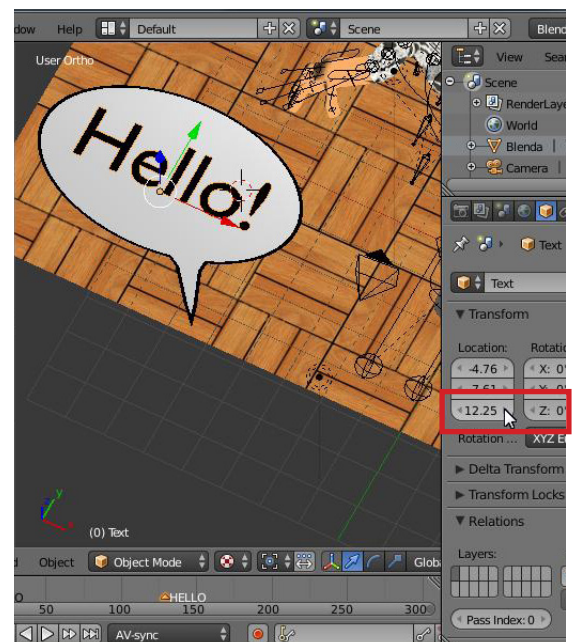


Click the Material button and click the browse button and choose black for the text.



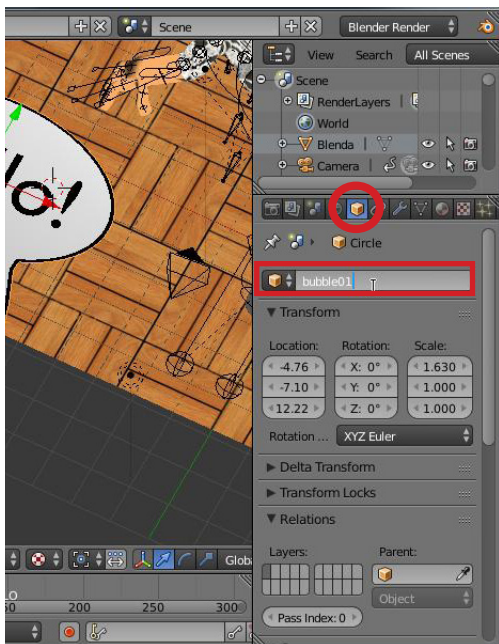
You can turn the view of the scene to have a look of the bubble and text.

Make sure that the text is slight in front of the bubble - change the Z-value.

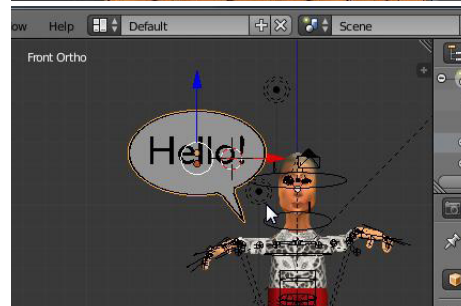
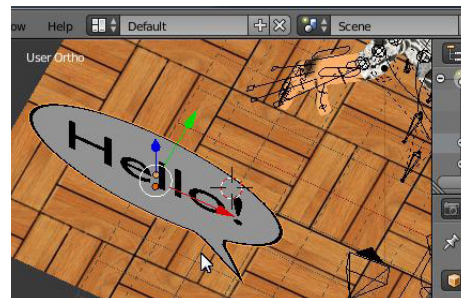


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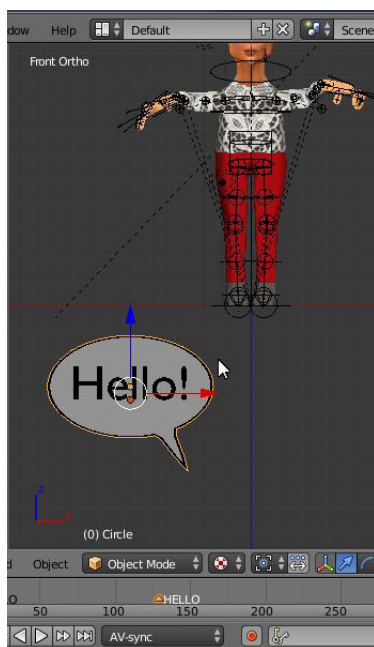
Click the Object button and select the bubble and name the circle-mesh to something like: bubble01



Select the bubble and with SHIFT select also the Text. Rotate with: R+X+90 and the bubble with text can be seen from the front.

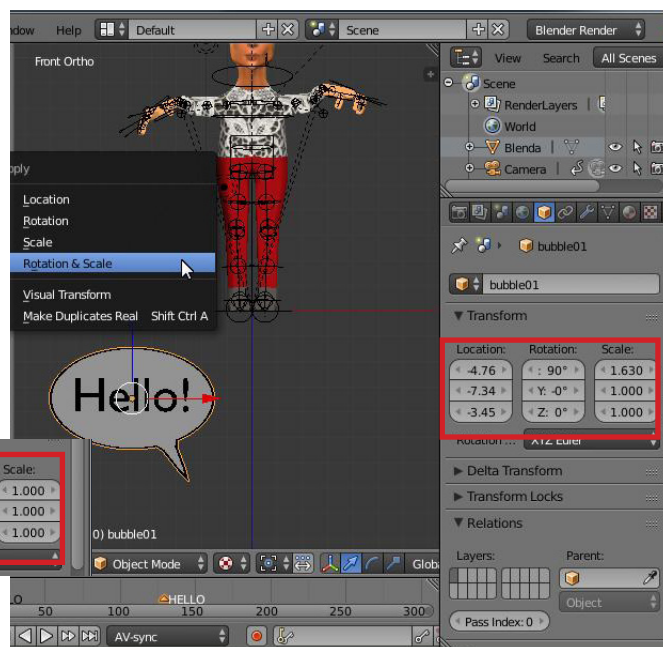


In the Front view G and you can drag the bubble and text under Brendans floor to hide it then animating.



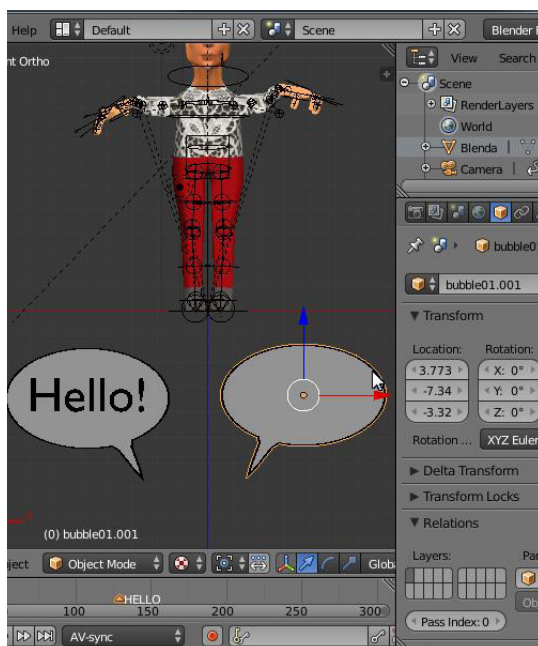
Select only the bubble and CTRL+A and from the menu choose Rotation & Scale

Rotation and Scale will be reset.

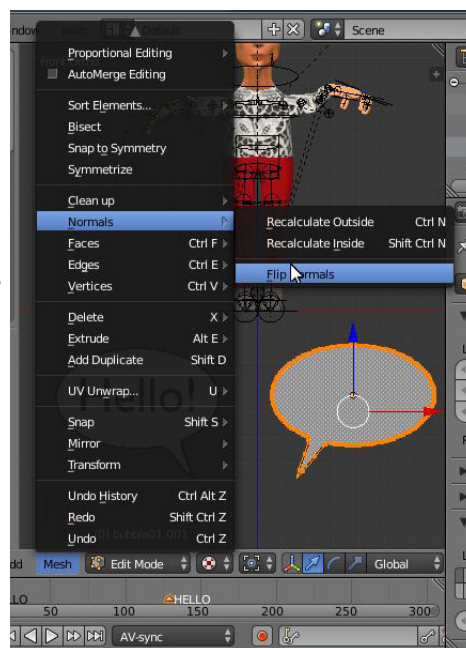


Select only the bubble SHIFT+D to make a copy of the bubble and drag it to the left.

S+X+ -1 to mirror the bubble in the X-direction.

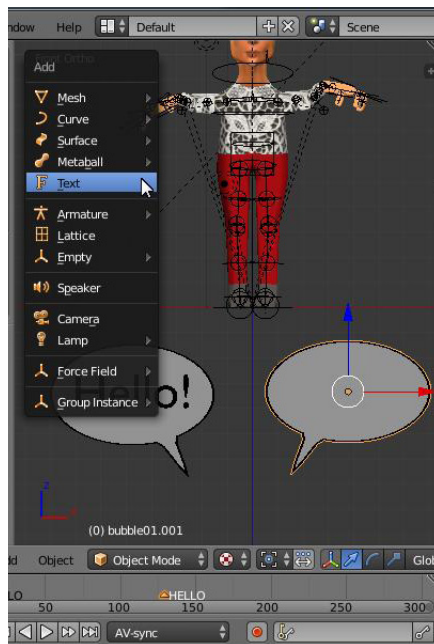


If the bubble turns black you can Tab into Edit Mode and select Mesh > Normals > Flip Normals

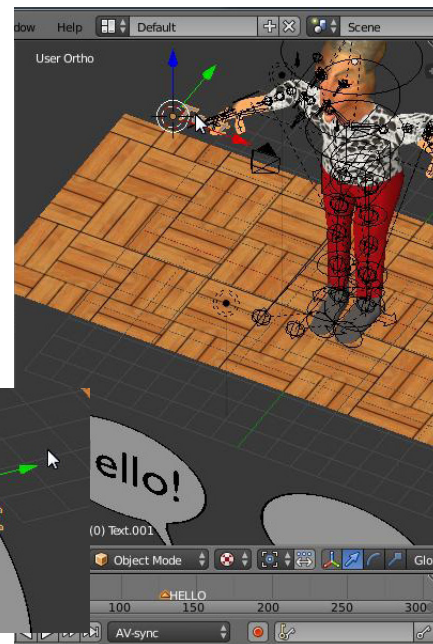


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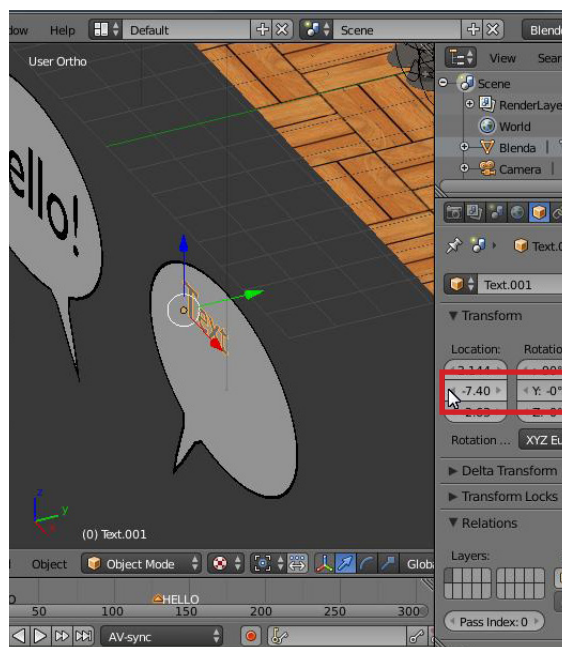
In Object Mode make new Text to the bubble.
SHIFT+A
and select text.



If you forgot to
Left click to place
the 3D cursor in
the middle of the
bubble your text
will be created
somewhere on the
scene. And it will
always be horizon-
tally oriented.
R+X+90 to rotate
the text.



Drag the text in front of the
bubble and adjust the Y-value
so it is slight in front of the
bubble.

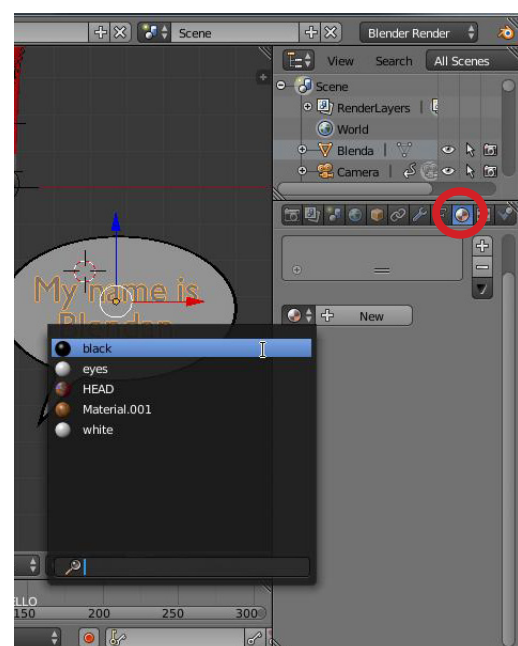
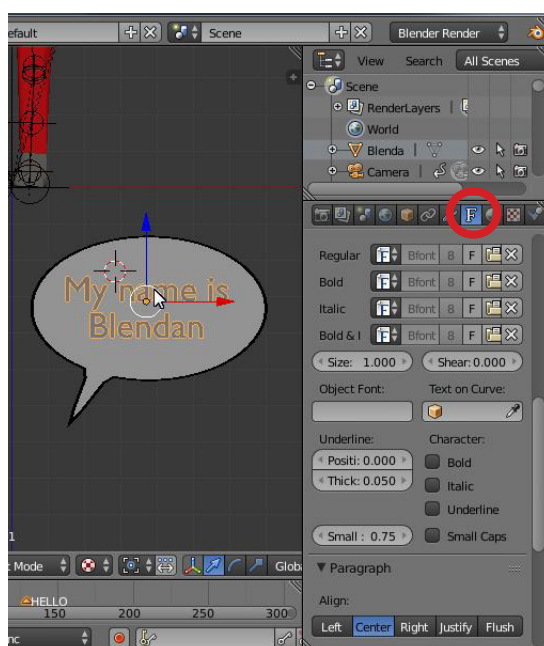


Tab-key to go to
Edit Mode and
remove the Text
and replace it with
something else eg.
My name is
Blendan



Click the Text button and you
can Center the text and adjust
its size.

And click the Material button
and then the browse button and
choose black.



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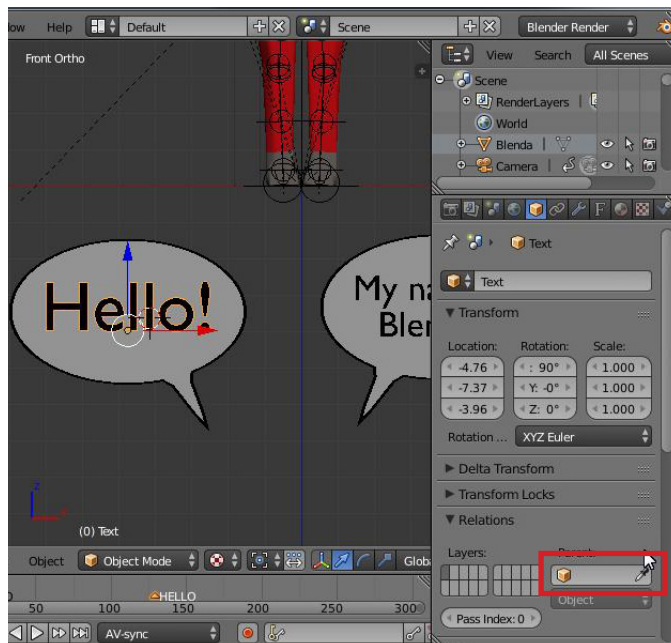
Select the text Hello!
and you can parent the text to
the bubble - get the text to fol-
low the bubble then you drag it.

You can use the pippete
choose the bubble behind the
text.

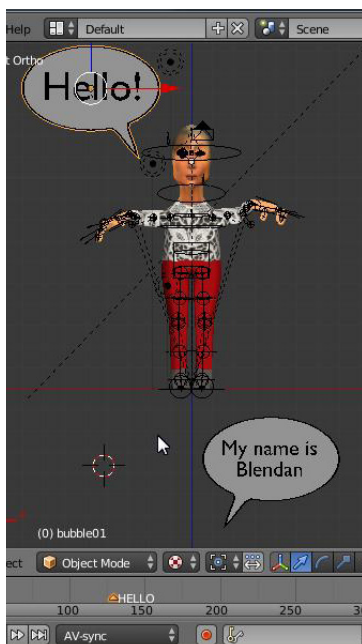
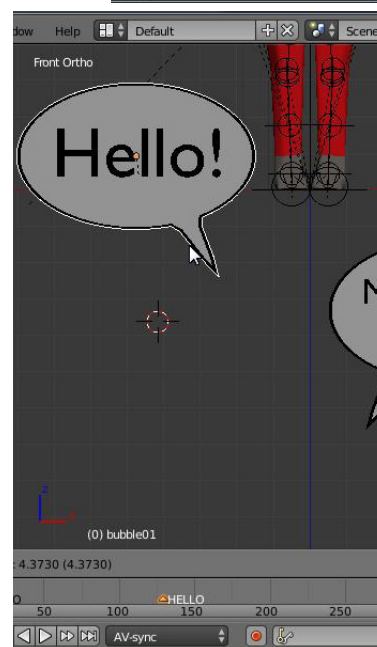
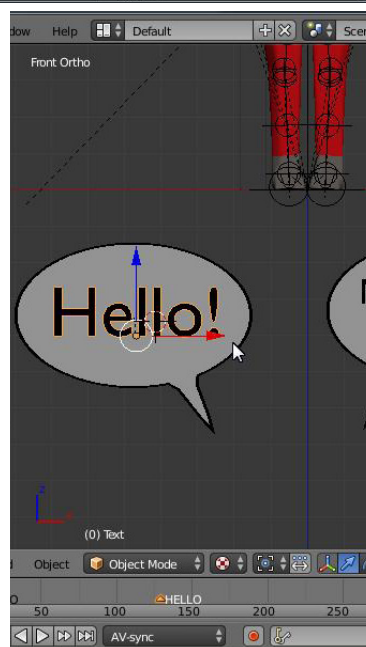
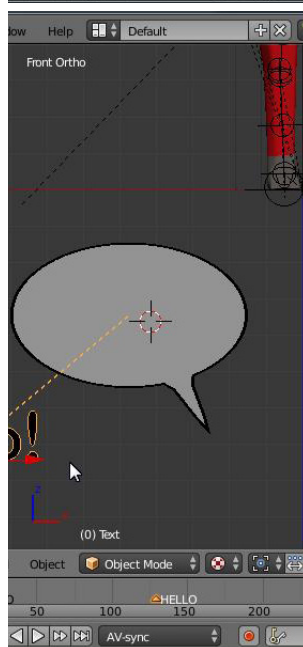
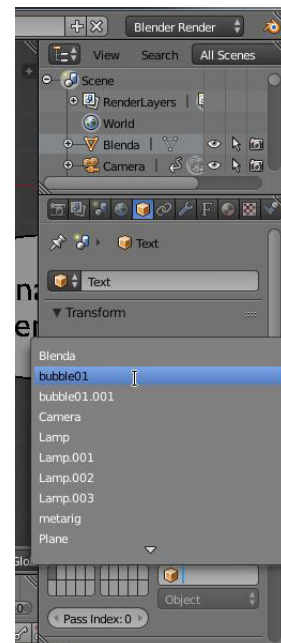
If the text doesn't stay in place
use G to drag it in front the
bubble.

Now you can choose the bubble
and drag it and the text will
follow.

If you want to show the bubble
with Hello! on the first frame
of your animation so drag it
in place. Bubbles you want to
show later in the animation are
hiding under the floor.



Or you
can
choose
it from a
list.



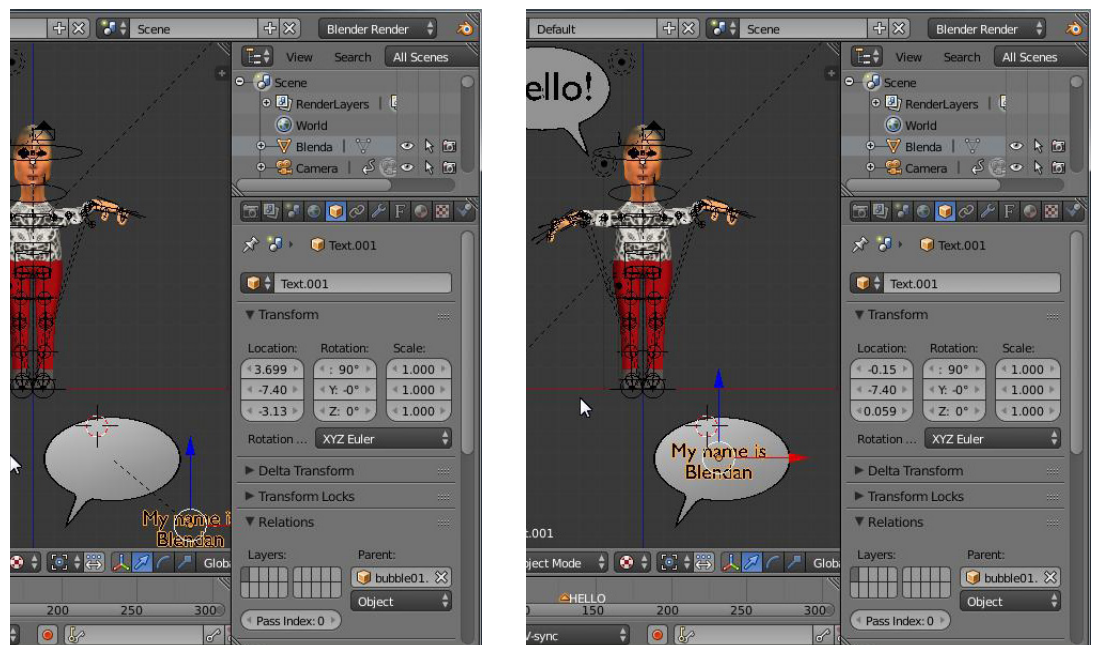
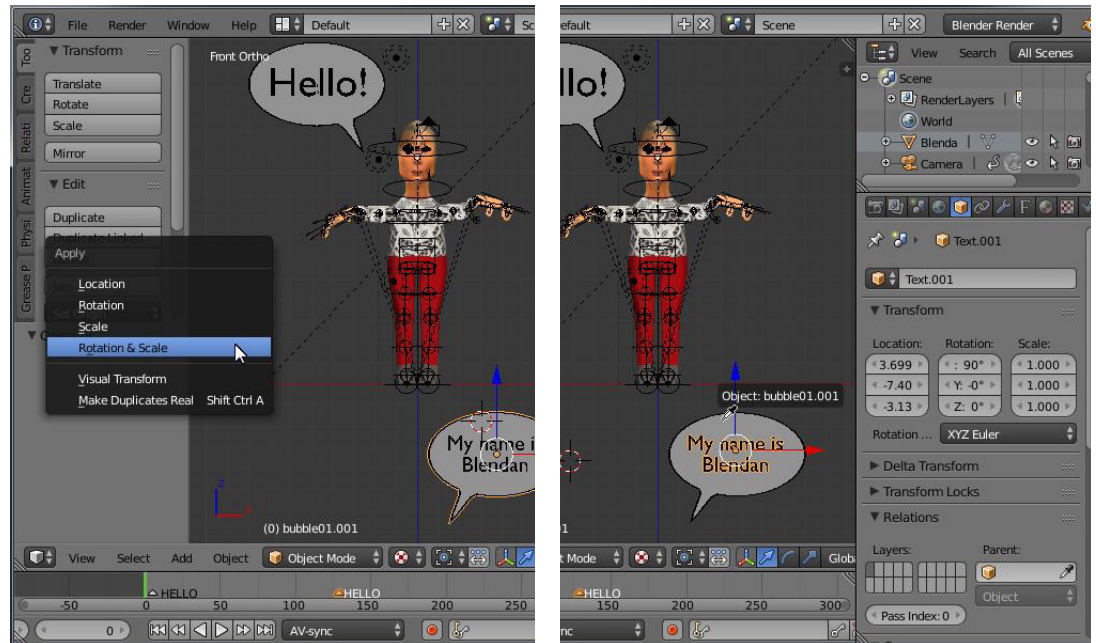
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Before you parent the other text to its bubble choose only the bubble and CTRL+A and choose Rotation & Scale.

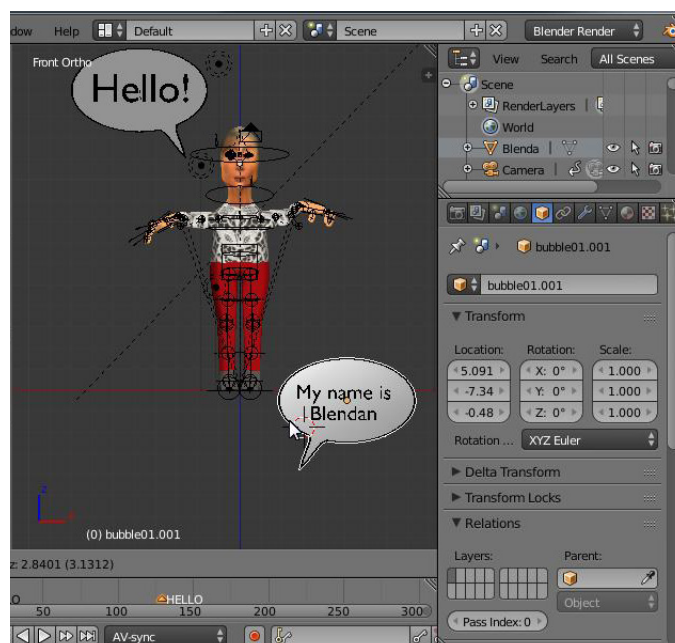
Otherwise the text will become mirrored then you parent it.

You can use the pippete to parent the text to the bubble.

You have to drag the text in place.



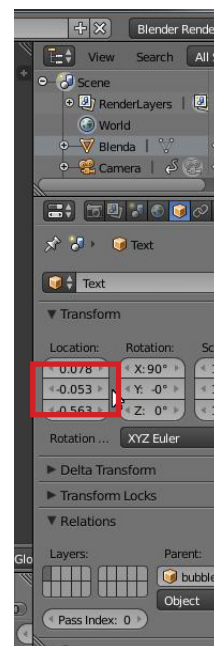
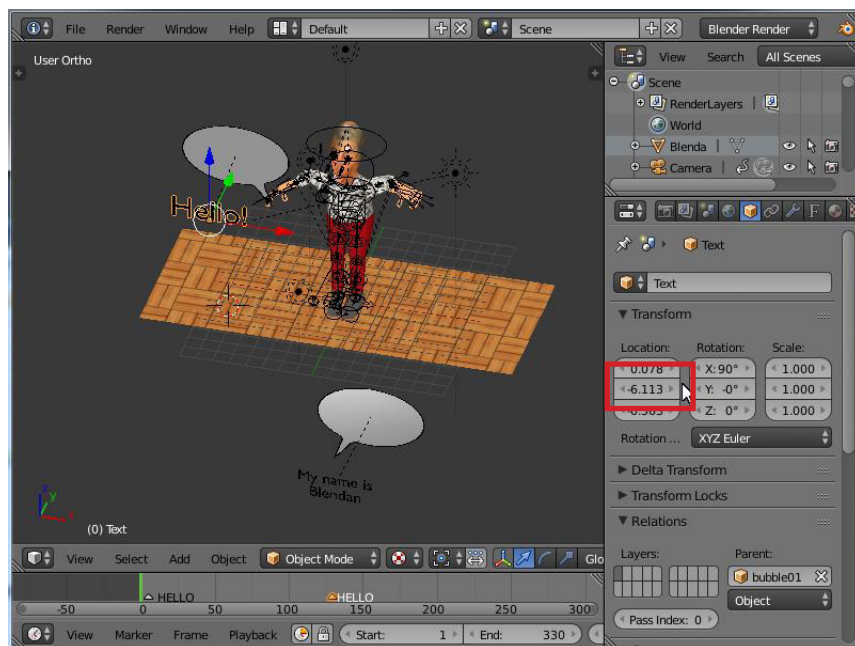
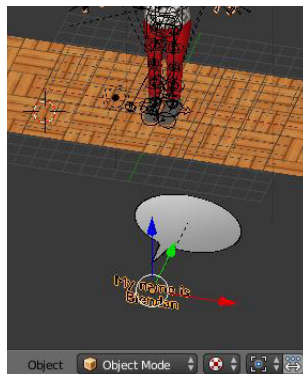
Now you can choose the bubble and drag it and the text will follow along.



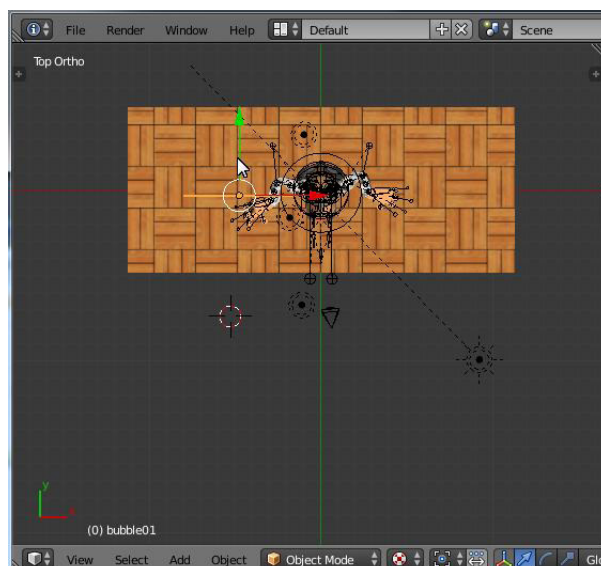
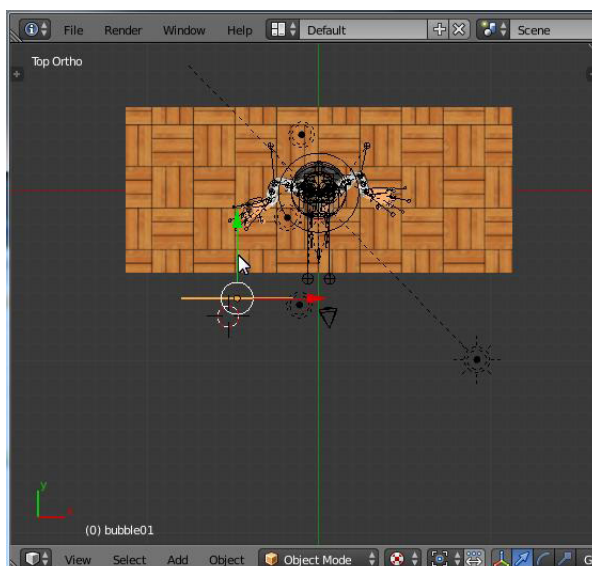
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Make sure that the text is just in front of the bubble.
Change the Y-value of the text so it is slight in front of the bubble.

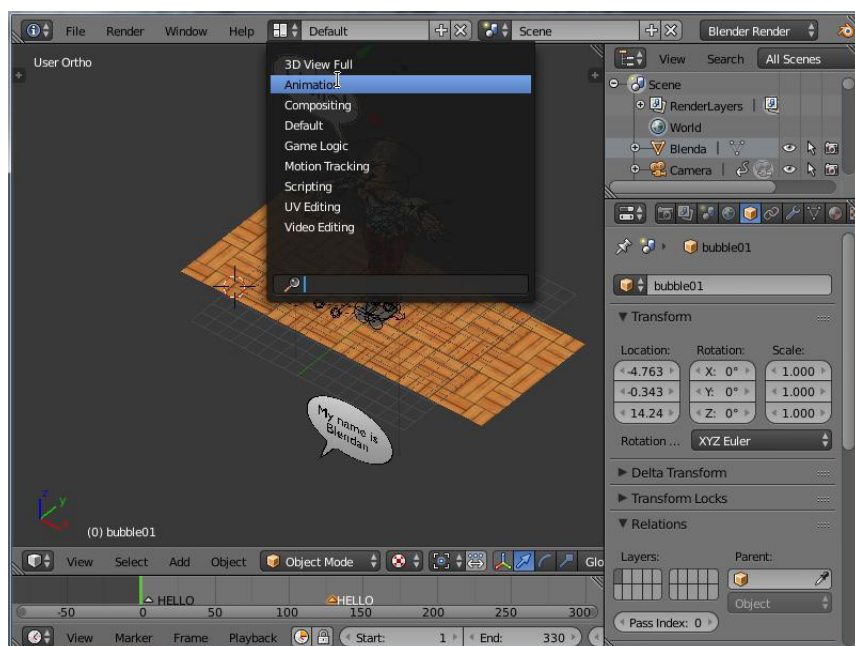
And make the same with the other bubbles text.



In the Top-view drag the text so it aligns with character.



Choose Animation to begin to animate.

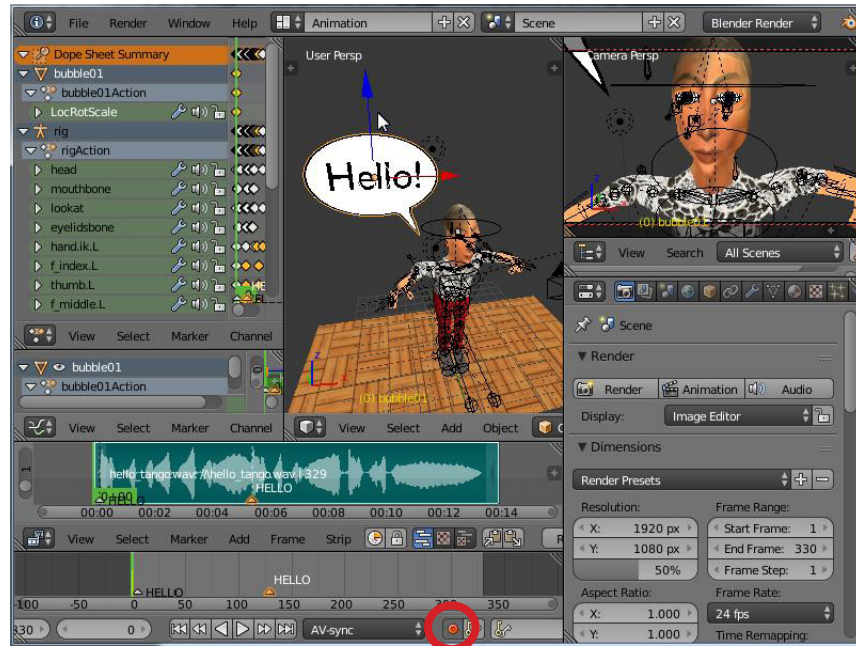


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Choose Animation to begin to animate.

Go to frame 0 on the Timeline. Mark the Automatic keyframe button.

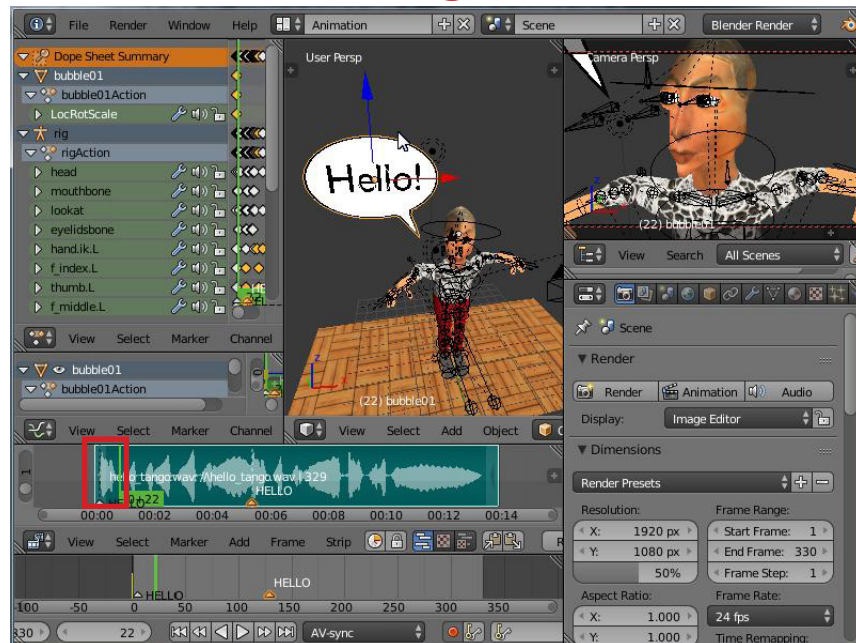
Drag the Hello! bubble a little bit and back again. You have got a keyframe for the bubble. A yellow line behind the green line on the Timeline shows there is a keyframe now,



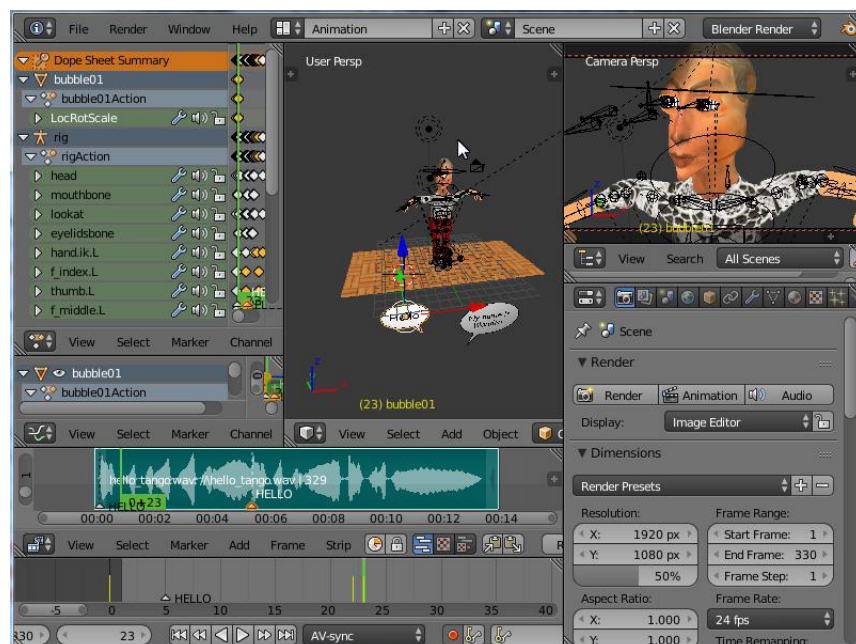
You can see there the Hello! sound ends about frame 20.

On frame 22 I moved the bubble a bit up and then down to the same place as before.

Now there is a keyframe on frame 22.



You can use the arrow-keys to move just one frame forward, I moved to frame 23 and dragged the hellobubble under the floor to hide it.



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I marked the camera and adjusted it on frame 0 so I could see the Hello!-bubble. I got a keyframe on frame 0 for the camera.

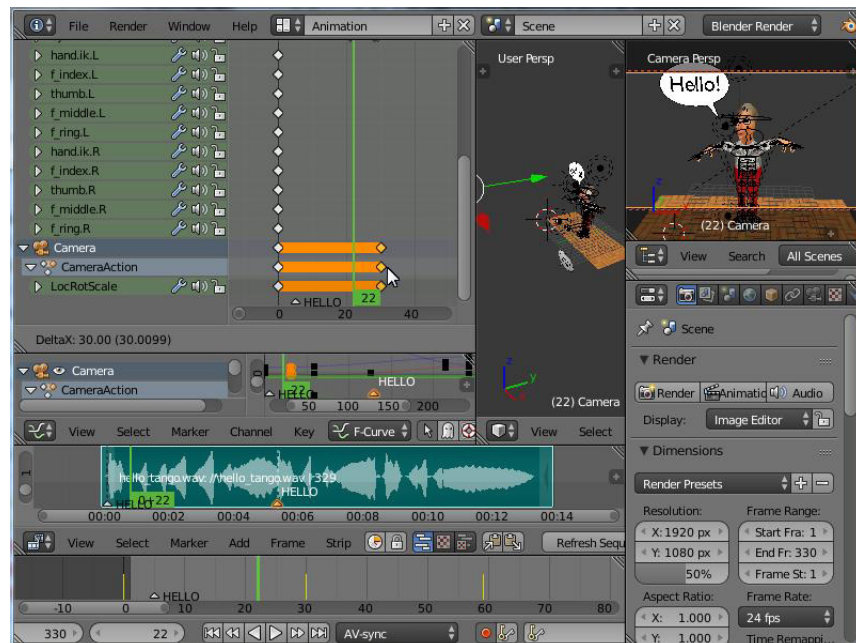
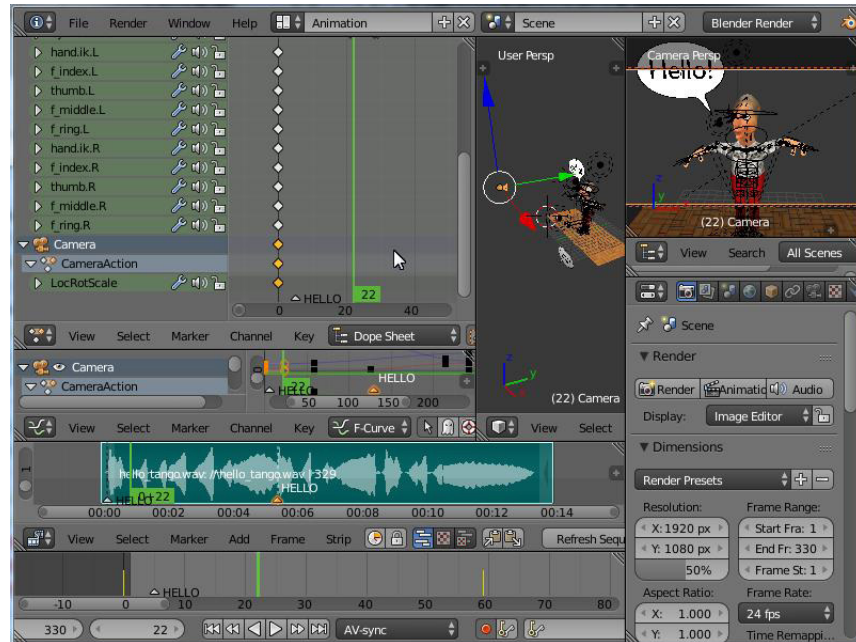
But on frame 22 the camera had moved so the bubble didn't show up so good.

I marked the camera's 3 keyframes on the dope sheet on frame 0.

And then SHIFT+D to get a copy of them and...

... and drag them a bit after frame 22. Now the camera will stand still and the Hello!-bubble will show.

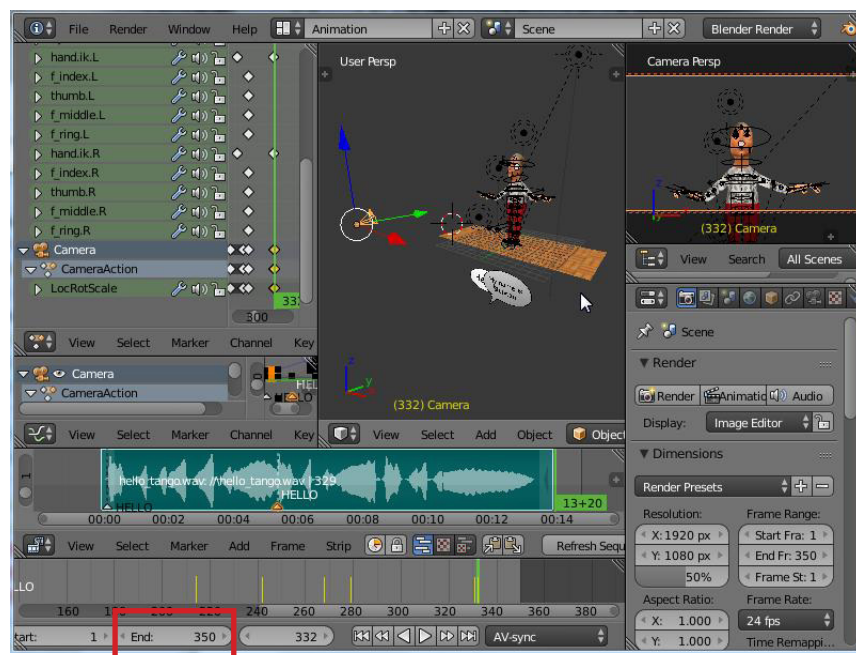
You can also experiment with choosing the keyframes for a bubble and copy them to drag them along the Timeline instead of making keyframes by moving the bubble on the scene.



The animation was from the beginning 330 frames I changed it to 350 frames to show the second bubble with - My name is Blendan on the last 20 frames perhaps a bit short period. The movie is 24 fps(frames per second) so the bubble will show up less than a second. A bit hard to read it.

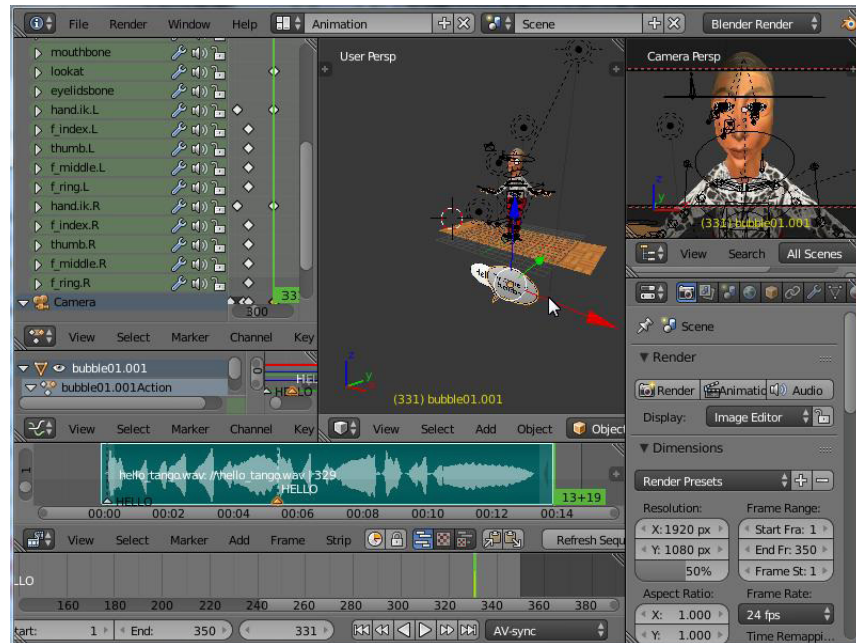
I rendered it and then I decided to make it 400 frames instead.

On frame 331 I moved the camera slightly to get a new keyframe. And then the forward arrow-key to go to frame 332 and move the camera much more so the bubble could show up.

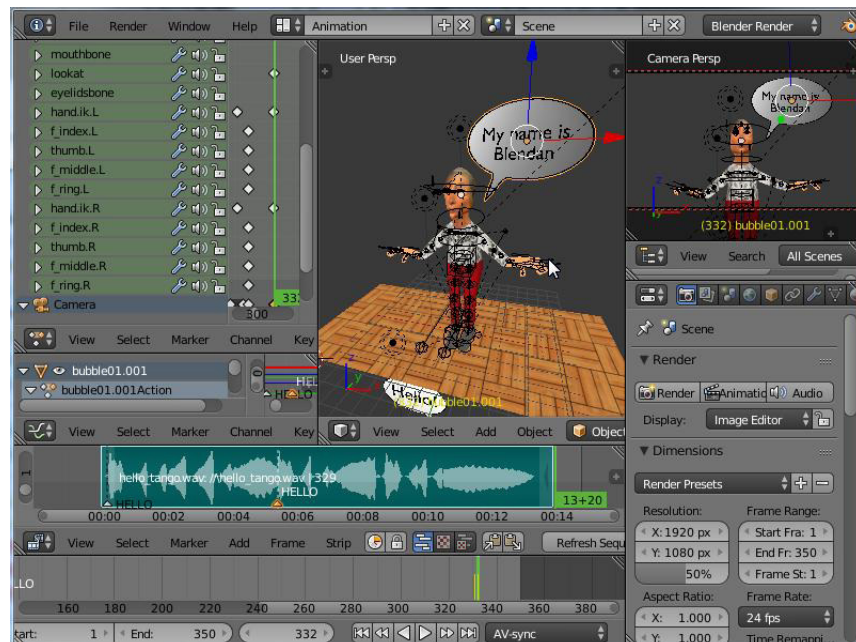


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On frame 331 I moved the second bubble a bit under the floor to get a keyframe.



The forward arrow-key to frame 332 and I moved the bubble. And aligned it to Blendan so the camera could see it.



I decided a name for the movie and a place on the harddrive there to save it.

Now I could click the Animate button to begin to render the movie.

